

# Mingyue Weng

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## SUMMARY OF QUALIFICATIONS

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- Proficient in User-Centered Design (UCD): User research, user testing, prototyping high & low fidelity, usability testing, wireframing, storyboarding, building personas, qualitative coding
- Strong design skills with demonstrated experience and coursework in Adobe Illustrator, Photoshop, Adobe InDesign, Figma, Sketch, Marvel, Canva, Wix, and self-learned experience with Procreate
- Soft skills: Creativity & Design, Leadership, Determination, Curiosity, Love of diversity
- Programming: Python, Java, MySQL, R, Arduino UNO
- Fluent in: Chinese and English

## EDUCATION

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University of Washington — College of Engineering  
Human Center Design & Engineering (HCDE)

Seattle, WA  
August 2018 - June 2022

## RELEVANT EXPERIENCES

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UX Designer Intern | SimFit.app | Seattle, WA August 2022 - Current

- Work with the SimFit design team to conduct **usability testing** interviews and **customer discovery** interviews.
- Created **affinity mapping** for the interview and write **analyses** based on the data collected from the interviews.
- Create final MVPs for the SimFit app prototype on **Figma**.
- Work with the development team to develop the app and test out the app on **TestFlight**.

Researcher & Designer | Microsoft What's New | University of Washington, Seattle, WA

January - June 2022

[https://youtu.be/gIQE\\_4JTr1k](https://youtu.be/gIQE_4JTr1k)

- Partnered with Microsoft Marvel Team in research and redesign of the What's New feature for Microsoft 365 products to bettering the user engagement and experience with the What's New system
- Conducted user interviews via **Microsoft GreenRoom**.
- Built personas via **Illustrator** and built storyboards via **Procreate**.
- Redesigned the Microsoft What's New system on **Figma**, including a new HUB system and an updated pop-up system.

Designer | Apple Watch Packaging | University of Washington, Seattle, WA

March - June 2022

- Assessed the transportation phase of the Apple Watch Series 6 Lifecycle.
- Redesigned and printed new instructional content via **Photoshop**.
- Created a 3D model via **SolidWorks**, and **3D printed** a scaled-down version of the current Apple Series 6 packaging using **PLA** to reduce Co2e emission of the product.

Researcher | TX Power Crisis Direct Research Group | Seattle, WA

January - June 2022

- **Qualitatively coded** over 500 Twitter videos about the 2021 Texas Power Crisis and evaluated the disaster adaptations of the crisis.
- Wrote over 15 **code memos** that help make sense of the coded data. Using code memos to explain the code or categories and details to show the relationships between each code.

Programmer & Designer | D.O.R.K Project | University of Washington, Seattle, WA

January - March 2020

- Built a prototype of a self-sweeping and dumping trash can.
- Made a 3D model using **Fusion**, and **3D printed** the sweeping arm and the dumping plate.
- Used **Arduino** as the input and output system, and built a pulley system using a servo and two regular motors.

## ADDITIONAL EXPERIENCE

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Project Manager | CUUW - Chinese Union at UW | Seattle, WA

February 2020 - Current

- Led an 80-person team in planning the in-person and online events for all international students at the University of Washington.
- Wrote event proposals, make promotion posters, and arrange promotion articles for each CUUW event.
- Collect data and responses and submissions from participants. Manage the work of all members of the project management department.